



iBwave
Mobile

USER GUIDE

Version 1.2

iBwave Solutions Inc.

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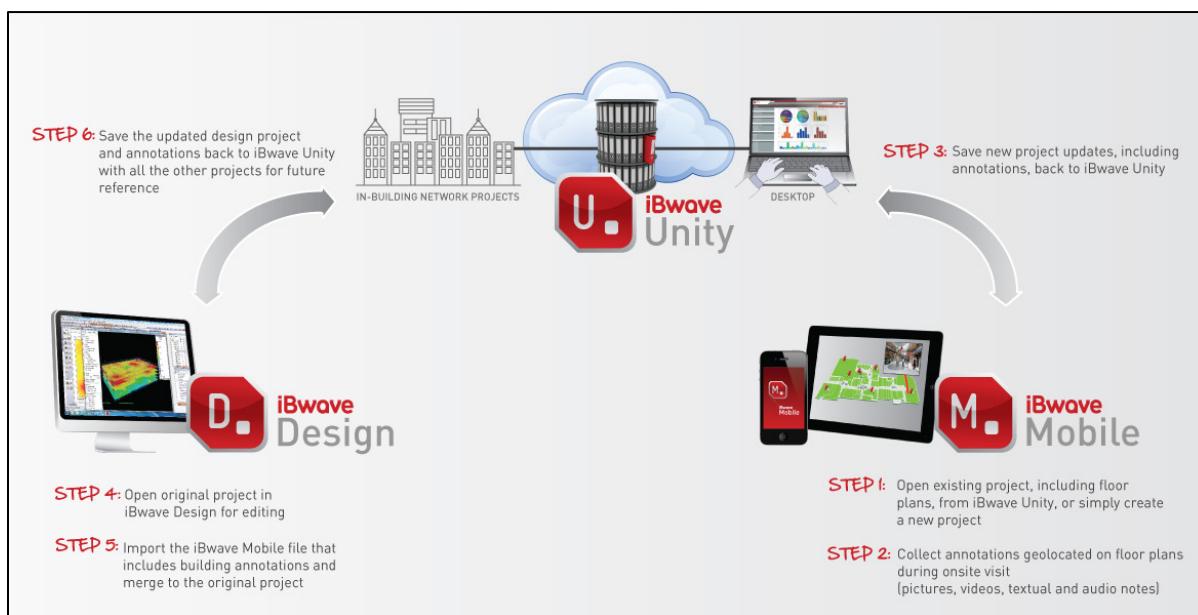
BEFORE YOU BEGIN

The iBwave Mobile in-building application allows you to:

- ✓ Stay connected with your peers and access project information even while on the road
- ✓ Transform your smartphone or tablet into a tool for collecting building information in the form of annotations during site surveys
- ✓ Centralize building information through a single app that enables you to add text, pictures, videos and audio notes directly to your building floor plans

Although you can use iBwave Mobile as a standalone mobile application, to get the most productivity from this app and facilitate information sharing while on the move, you can connect to the iBwave Unity in-building management platform.

The following diagram shows how iBwave Unity connects with iBwave Design & iBwave Mobile:



iBwave Unity is available in two different formats:

- ✓ If an **iBwave Unity Cloud** account has not yet been set up for your company, you can request a free account on the iBwave Customer Portal at [My iBwave](#). Once you have logged in to My iBwave, in the NEXT STEPS section, click **Setup Unity Cloud Account**.

For all other Cloud users, contact the iBwave Unity administrator in your company to obtain access to iBwave Unity. You can also send an email to the [iBwave Customer Care](#) team to verify if an iBwave Unity Cloud account has already been set up.

- ✓ If you would like to obtain more information on **iBwave Unity Enterprise**, [click here](#) and one of our representatives will contact you shortly.

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HOW TO USE THIS GUIDE

This document explains you how to:

- \\ [Configure iBwave Mobile](#) (see page 2)
- \\ [Launch iBwave Mobile](#) (see page 8)
- \\ [Open or Create a Project in iBwave Mobile](#) (see page 11)
- \\ [Collect Survey Data](#) (see page 20)
- \\ [Save Survey Data to iBwave Unity](#) (see page 39)
- \\ [Import Survey Data into iBwave Design](#) (see page 46)
- \\ [View a Project in iBwave Unity on Mobile](#) (see page 52)

To obtain detailed procedures on options related to iBwave Mobile in:

iBwave Unity:

Simply click the **Help** link in the upper-right corner of iBwave Unity

or

[Click here](#) to open the *iBwave Unity Quick Start Guide*

iBwave Design:

Select **Help > iBwave Help** in iBwave Design

or

In the iBwave Design main screen, press the [F1] key

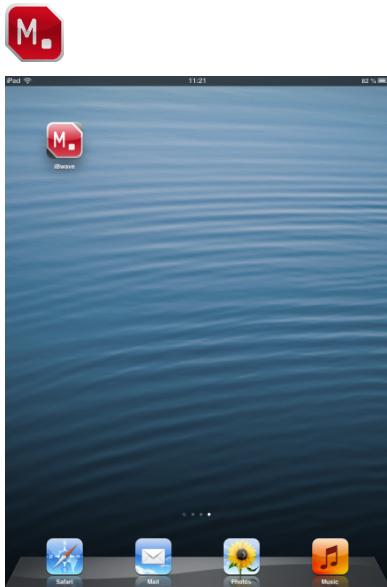
CONFIGURE iBwave MOBILE

To open Unity projects on your smartphone or tablet, you first need to:

- ＼ [Activate iBwave Mobile](#)
- ＼ [Configure iBwave Unity on Mobile](#)

ACTIVATE iBwave MOBILE

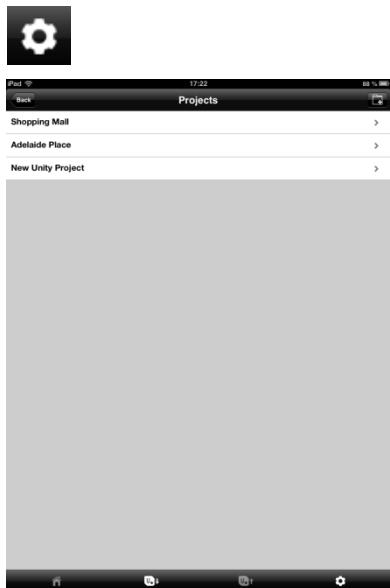
1. If this is not already done:
 - Download the **iBwave Mobile application** from the Apple App Store or Google Play.
 - Request a free **iBwave Unity account**. For detailed information, see page i.
2. From your mobile device, open the **iBwave application**.



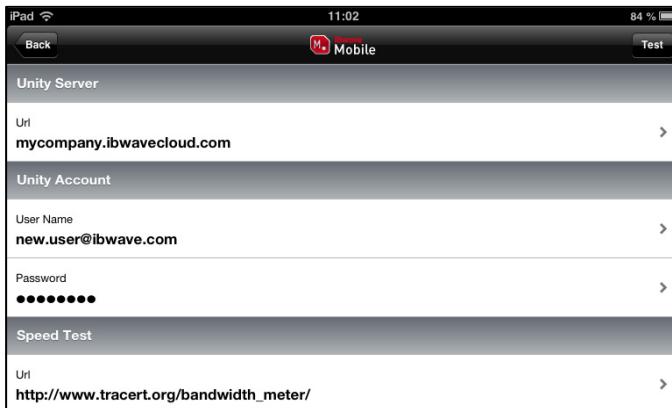
3. Tap **LAUNCH** to open iBwave Mobile.



4. For the moment, simply tap **Settings**.



5. Enter the Unity Account information using the email you received:



- **URL:** Your URL to access iBwave Unity without including “http://” or “https://” at the beginning. For example, mycompany.ibwavecloud.com
 - **User Name:** Your iBwave Unity username
 - **Password:** Your iBwave Unity password
6. Tap **Test** in the upper-right corner to validate the information and activate your device.
7. A confirmation message is displayed, tap **OK**.

NOTE

To display app information, tap the **iBwave Mobile logo**.

8. Tap **Back** twice to exit iBwave Mobile.

CONFIGURE iBwave UNITY ON MOBILE

1. In the iBwave application, tap **iBwave Unity**.

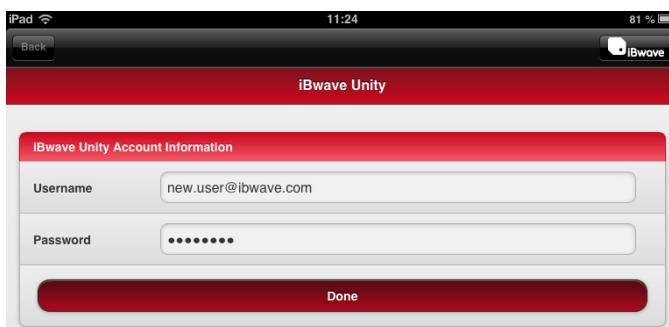


NOTE

If this selection is grayed, make sure the iBwave Unity server was setup correctly in iBwave Mobile by referring to page 2.

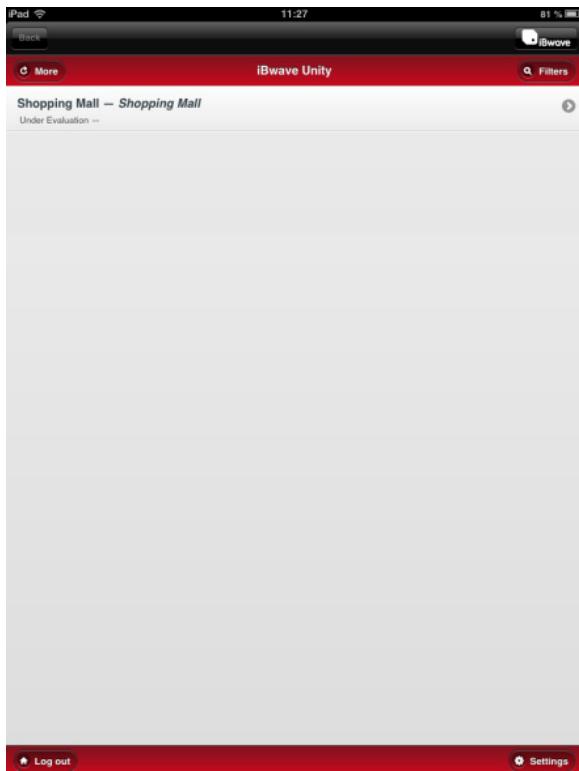


2. Using the email you received, enter your iBwave Unity login in the **User Name and Password** boxes.



3. To login, tap **Done**.

Projects sorted on iBwave Unity are listed; viewing these projects will be covered at the end of this document (see page 52).



4. Tap **Settings** (lower-right corner).

5. To login automatically to iBwave Unity, set **Store account information** to **On**.



-
6. To exit, tap **iBwave**.



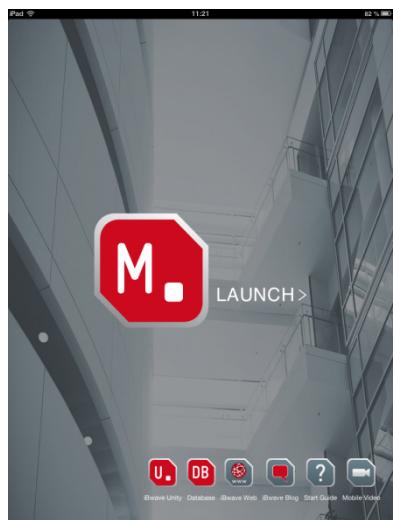
7. You are now ready to start gathering survey data with iBwave Mobile.
To launch iBwave Mobile, see page 8.
To open a project, see page 11.

LAUNCH iBWAVE MOBILE

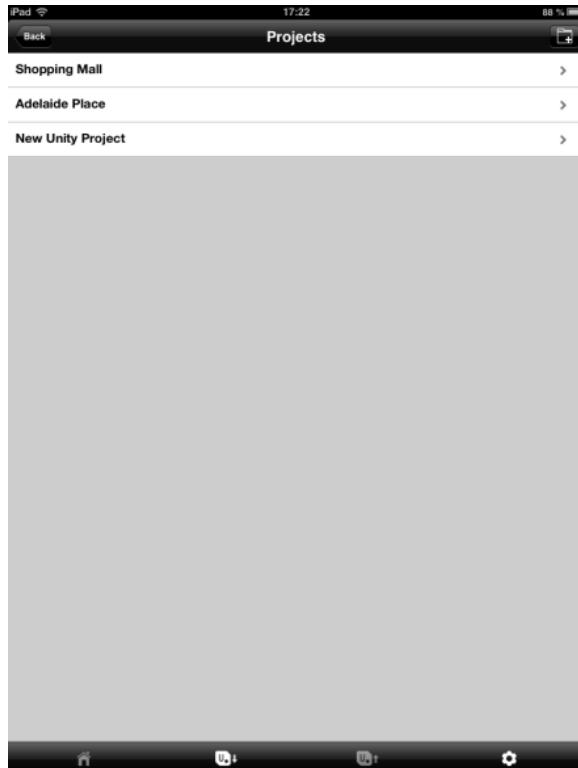
1. If this isn't already done, from your mobile device, open the **iBwave application**.



2. Tap **LAUNCH** to open iBwave Mobile.



3. The local Projects list is displayed. It might be empty. This list displays all the projects that are stored on your device.



IF YOU WANT TO...	THEN TAP...
Perform tasks related to the currently displayed screen,	An icon in the upper-right corner (for instance in the Local Projects list, you can create a project)
Open a project stored locally on your device,	Home on the bottom toolbar 



IF YOU WANT TO...	THEN TAP...
Open a project saved on iBwave Unity,	Open from Unity on the bottom toolbar (page 11) 
Save survey data to iBwave Unity,	Save to Unity on the bottom toolbar (page 39) 
Change iBwave Mobile settings,	Settings on the bottom toolbar (page 2) 

NOTE

Icons in the bottom toolbar are available in most screens.



OPEN OR CREATE A PROJECT IN iBwave MOBILE

The following topics are covered in this section:

- ＼ [Open a Project Stored on iBwave Unity](#)
- ＼ [Start a Project from Scratch in iBwave Mobile](#)

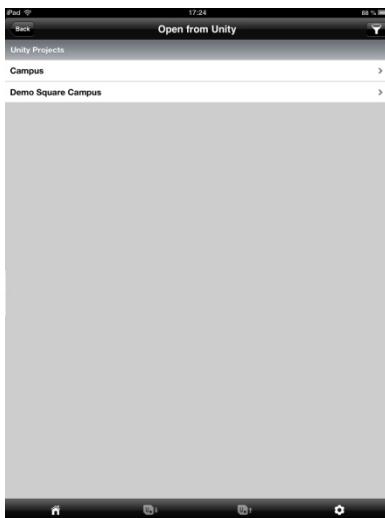
OPEN A PROJECT STORED ON iBwave UNITY

When a project is saved to iBwave Unity, it becomes available to all Unity users with the required access rights.

1. Launch iBwave Mobile (see page 8).
2. On the bottom toolbar, tap **Open from Unity**.



3. In the Unity Projects list, tap a **project name** to open it. If this list is empty, you can start a project from scratch in iBwave Mobile by referring to page 16.



or

If you want to filter this list:

Tap **Filter Projects**.



Type the letters you want included in the projects listed and tap **Filter**.

For example, entering “cen” will list projects with words such as *centennial* and *center*.

To remove filtering:

Display the **Filter Projects** screen and tap **Clear**.

4. Mobile survey data available for this project is displayed. Select the most recent file, i.e. the first one listed. From this point on, you can continue offline since the project is stored on your device.



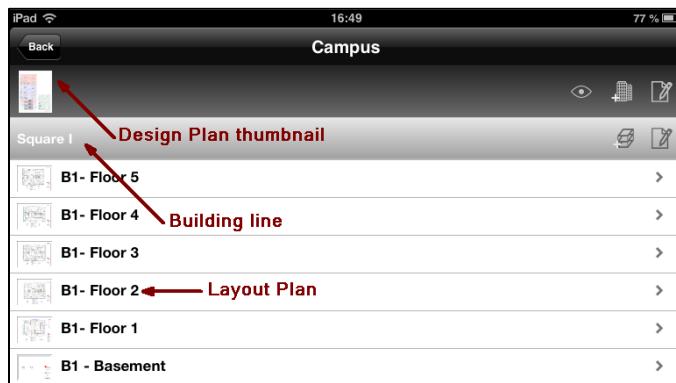
NOTE

If this project already exists on your device, a message is displayed. Tap **Replace** to open the most recent version; however, remember that if you have already worked on this project and didn't save back it to Unity (see page 39), you'll lose this data.

VIEW PLANS & BUILDINGS

1. The **Project main screen** is displayed. This screen includes:

- A Design Plan thumbnail
- One or several Buildings
- Layout Plans



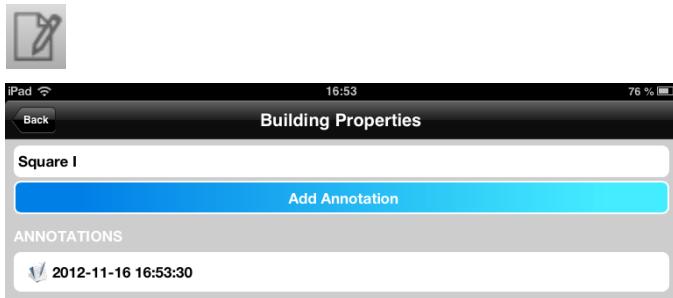
2. If this project was created with iBwave Design 6.2 or above, tap the **Design Plan thumbnail** (under the Back button).

NOTE

If you can't view the Design Plan and the thumbnail isn't empty, save this project the most recent version of iBwave Design (see page 50).

3. Zoom in on this plan.
Tap **Back** to return to the Project main screen.

4. Tap **Properties** on a Building line to display annotations added to this building.

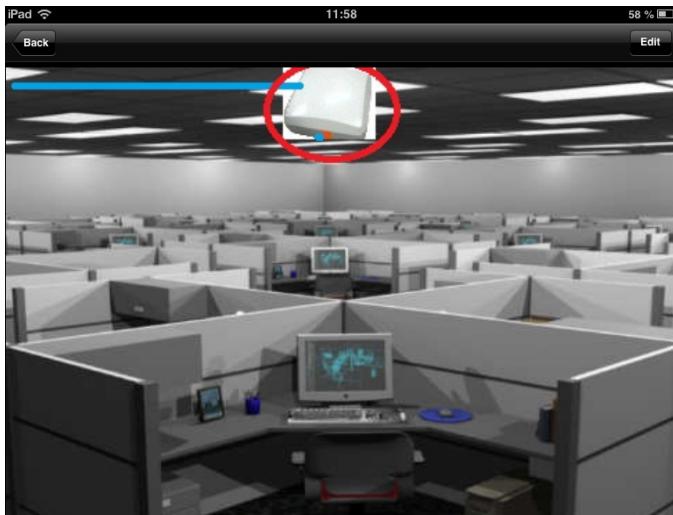


NOTE

To add plans to a building, tap **Add Layout Plan**. Refer to page 17 for more details.



5. Tap an **annotation line** to display it.



6. If there are several annotations, swipe to see them all.

Tap **Back** twice to return to the Project main screen.

7. Tap a **Layout Plan name** to display this plan.



8. If annotations are present, tap a **push pin** to view this info.
Tap **Back** to return to the Project main screen.

WHAT COMES NEXT?

To collect survey data by adding push pin annotations to a plan, see page 20.

START A PROJECT FROM SCRATCH IN iBwave MOBILE

You can still start using iBwave Mobile to collect survey data even if you don't open a project saved to Unity.

1. Launch iBwave Mobile (see page 8).
2. In the Local Projects list, tap **Add Project**.



If needed, tap **Home** to display the Local Projects list.



3. Enter a **project name** and tap **OK**.



-
4. In the Project main screen, you see the project name on the title bar, as well as an empty Design Plan thumbnail (under the Back button) and *Building 1*.

NOTE

You can add as many Layout Plans as needed under a Building, see page 19. As for the Design Plan (empty thumbnail on top), you will need to create it with iBwave Design.



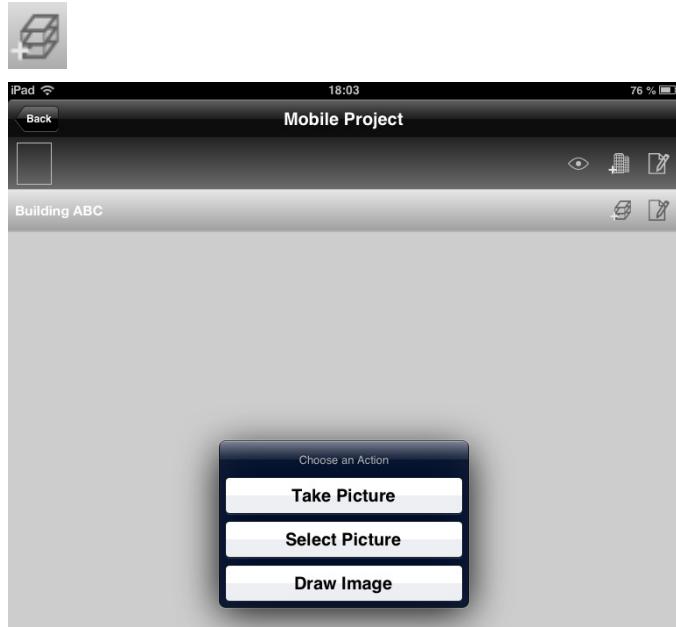
5. If you want to change the default building name, see page 32.
Your next step consists of adding floors to this building...

ADD A LAYOUT PLAN (FLOOR)

Since there are currently no Layout Plans for this project, gather on-the-spot building information simply by taking a photo of the emergency floor plan (usually located near the elevator) with your smartphone or tablet camera.

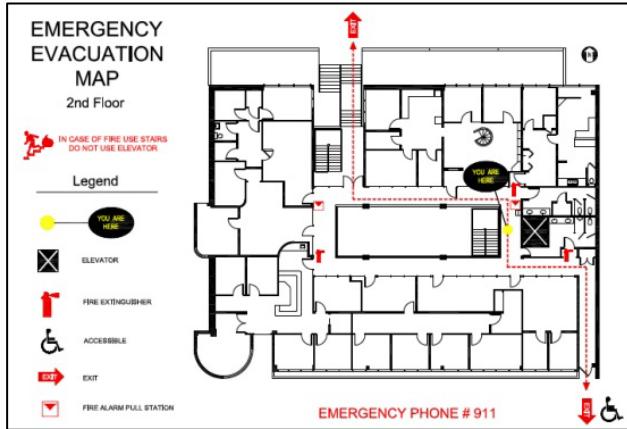
1. If needed, tap **Back** to display the Project main screen, i.e. where the Design Plan thumbnail and building name are displayed.

2. Tap **Add Layout Plan** next to the Building name.



3. You have several choices to add this Layout Plan:

- **Take Picture:** Use the camera to take a photo. If your device is equipped with a flash, you can turn it on/off or use the automatic mode.
Tap **Use** to add *Floor 1* with the picture taken. (Tap **Retake** if it's not correct and you want to start over.)



- **Select Picture:** If photos of plans are available on your device, select one for this floor.
 - **Draw Image:** Draw the floor plan.
Tap **Done** and **Back** to add *Floor 1*.
4. *Floor 1* is added to the building. If you want to change this name, refer to page 34.
5. Repeat the above steps to add more floors.

NOTE

Once you have added a Layout Plan, this image is no longer editable.

ADD A BUILDING

1. From the Project main screen, tap **Add Building**.



2. *Building 2* is added to the Project main screen.

If you want to change this name, tap **Properties** on the building line.



3. Create floor plans by tapping **Add Layout Plan**.



WHAT COMES NEXT?

You can now collect survey data by adding push pin annotations to plans: see page 20.

COLLECT SURVEY DATA

The following topics are covered in this section:

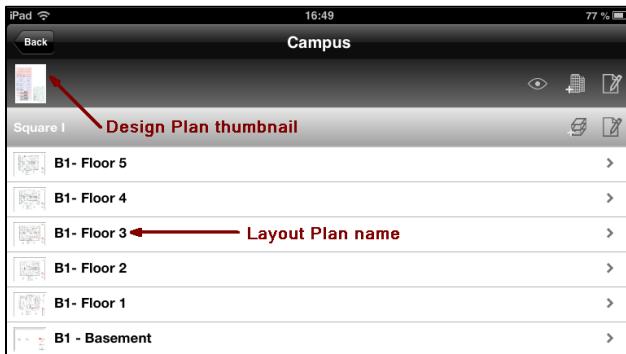
- ＼ [Add Push Pins Annotations to a Plan](#)
- ＼ [Add Annotations to a Project, Building or Plan](#)
- ＼ [View Annotations](#)
- ＼ [Perform a Speed Test](#)
- ＼ [Set the Current Location](#)
- ＼ [Edit a Project](#)
- ＼ [Delete an Annotation, Project, Building, Layout Plan or Local project](#)

ADD PUSH PIN ANNOTATIONS TO A PLAN

Push pins are used to identify equipment rooms, candidate antenna locations, power plugs and more...

1. In the Project main screen, i.e. where you see building and plan names, tap the **Design Plan thumbnail** or a **Layout Plan name**.

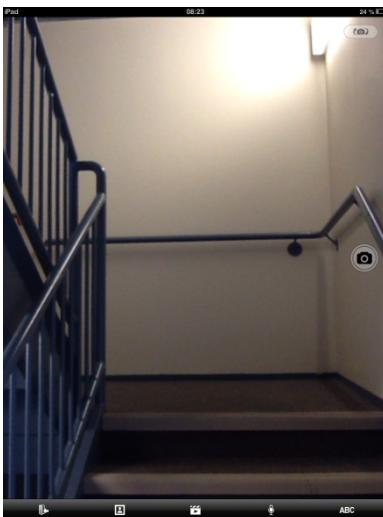
If you can't view the Design Plan, save this project the most recent version of iBwave Design (see page 50).



2. From this plan, double-tap to specify the location where you want to add a push pin.



3. You are currently in camera mode, you can take one or several photos.
If your device is equipped with a flash, you can turn it on/off or use the automatic mode.



4. To choose a picture stored on your device:

Tap **Photos** in the bottom toolbar.



To associate this push pin with audio, video and/or text notes:

Swipe to change mode.

or

Use the **Video**, **Audio** or **Text** icon in the bottom toolbar.



5. To finish, tap **Exit**.



(For a text note, tap **Done**, **Hide** and **Exit**.)

The added push pin is displayed on the plan.

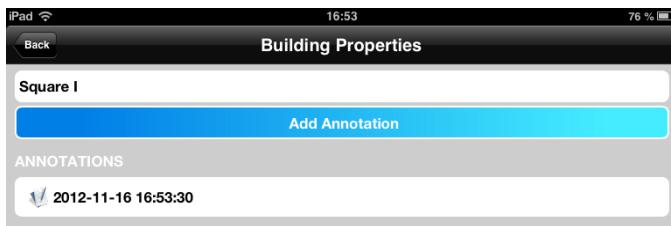


ADD ANNOTATIONS TO A PROJECT, BUILDING OR PLAN

Annotations can also be added without being linked to a push pin, you simply need to display the corresponding **Properties** screen.



1. Project: Tap **Properties** next to the Design Plan thumbnail.
Building: Tap **Properties** next to the Building name.
Layout Plan: Tap a **Layout Plan name**, then tap **Properties**.
2. Tap **Add Annotation**.



3. You are currently in camera mode, you can take one or several photos.
If your device is equipped with a flash, you can turn it on/off or use the automatic mode.
or
To choose a picture, tap **Photos** in the bottom toolbar.



4. To associate this push pin with audio, video and/or text notes:
Swipe to change mode.
or
Use the **Video**, **Audio** or **Text** icon in the bottom toolbar.



5. To finish, tap **Exit**.



(For a text note, tap **Done**, **Hide** and **Exit**.)

VIEW ANNOTATIONS

ALL ANNOTATIONS

Instead of viewing annotations separately where they were added, you can quickly scroll through all of them.

1. In the Project main screen, tap **View all annotations**.



2. Swipe to scroll through the different annotations of a project. Notice the title, it indicates where this annotation was created, i.e. *Project* or *Building* -> *Plan* -> *Pin*.



3. If you want to draw on a picture or modify a text annotation:
Tap **Edit** and make the required changes.
To finish, tap **Done**.
4. Tap **Back** to return to the Project main screen.

PROJECT, BUILDING, PLAN OR PUSH PIN ANNOTATIONS

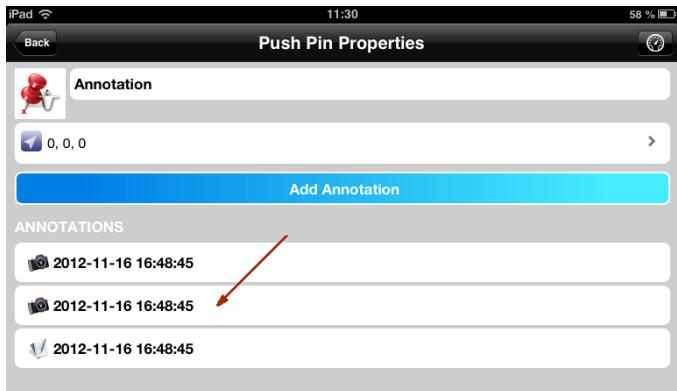
By displaying the corresponding Properties screen, you can view annotations added at the Project, Building or Plan level.



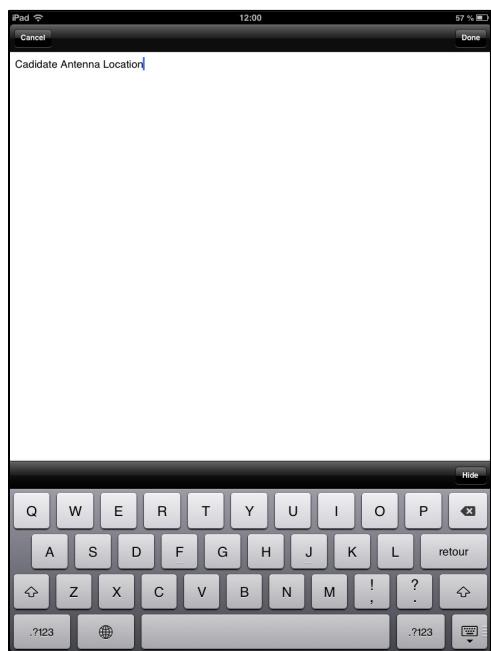
1. Project: Tap **Properties** next to the Design Plan thumbnail.
Building: Tap **Properties** next to the Building name.
Layout Plan: Tap a **Layout Plan name**, then tap **Properties**.
Push Pin: Tap a **push pin** and the **Detail** button.



2. In Properties, tap any **annotation line**.



3. Swipe to scroll through the different annotations.
4. If you want to draw on a picture or modify a text annotation:
Tap **Edit** and make the required changes.
To finish, tap **Done**.



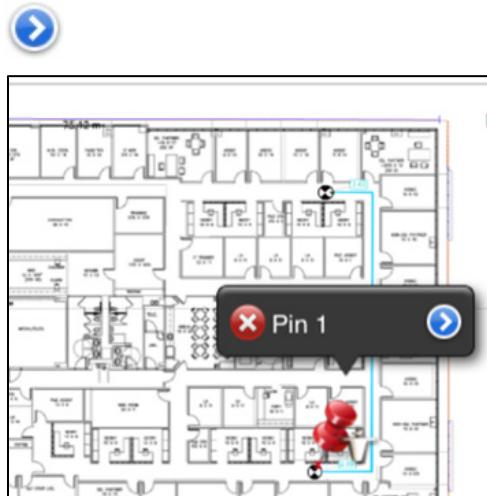
-
5. Tap **Back** to return to Properties.

Where can you see these annotations in iBwave Design?

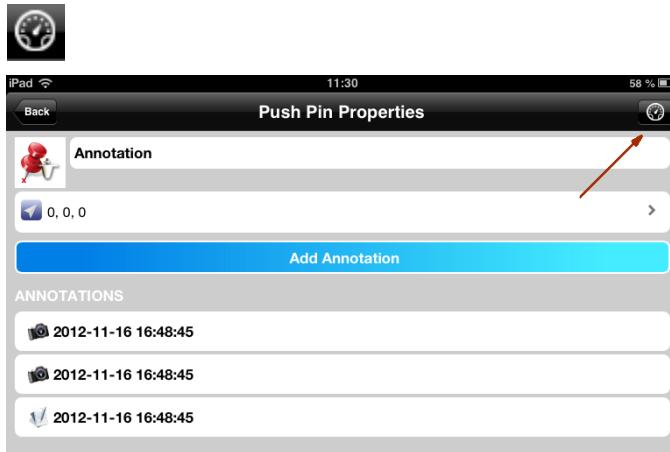
- ✓ Display Project Properties and click **View Annotations**
- ✓ Display Building Properties and click **View Annotations**
- ✓ Display Layout Plan Properties and click **View Annotations**
- ✓ Right-click on a push pin and select **Show Properties**

PERFORM A SPEED TEST

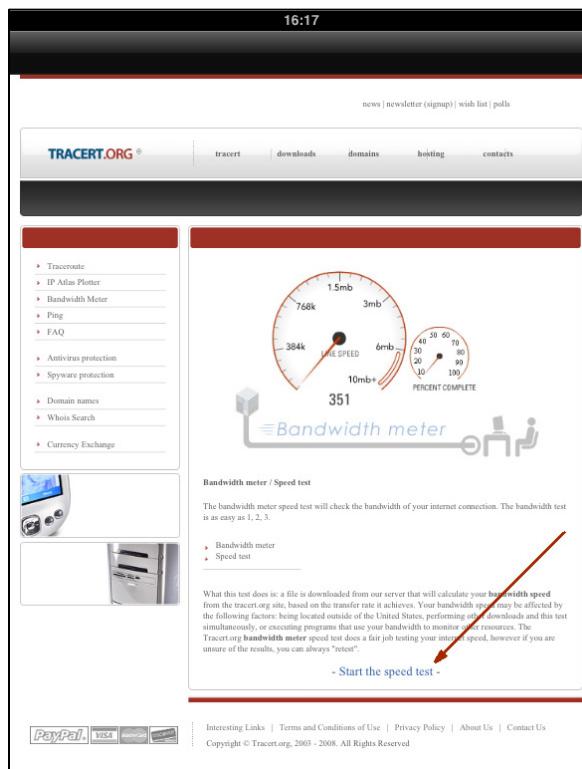
1. On a plan, tap a **push pin** and the **Detail** button.



2. In Push Pin Properties, tap **Speed test**.



3. If needed, scroll to the bottom of the page, and tap **Start the speed test**.



4. Note the bandwidth reading.
- Tap **Back** to return to Push Pin Properties.
5. Tap **Add Annotation** and enter this value in a **text annotation**. For more details, see page 30.

ABC

SET THE CURRENT LOCATION

1. Display the plan on which you want to add a push pin geo location.
2. Tap any **push pin** and the **Detail** button.

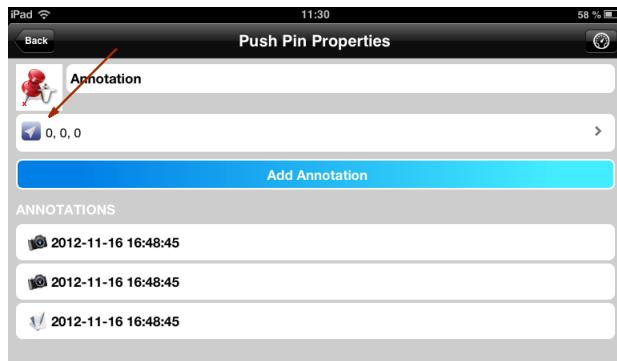


3. To update coordinates to your current location, in Push Pin Properties, tap **Set Location**.



NOTE

If Location Services and/or the iBwave location service is disabled, location cannot be determined. In the General Settings of your device, go to **Privacy > Location Services** and enable these services.



or

Tap the coordinates line to enter values manually.

-
4. Coordinates are updated.
- Tap **Back** to return to the plan.

EDIT A PROJECT

You can edit:

- ✓ Push pin annotations
- ✓ Project details
- ✓ Building details
- ✓ Layout Plan details

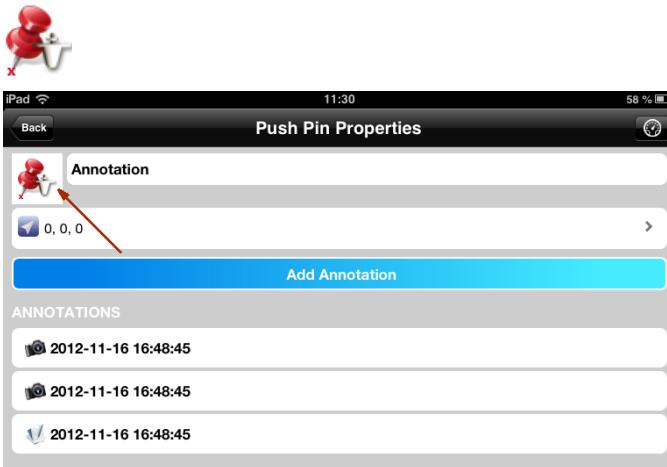
EDIT A PUSH PIN ANNOTATION

1. To move a push pin on a plan:
Touch and hold the push pin.
Move it to the desired location.
2. To display or edit a push pin:
Tap this **push pin** and the **Detail** button.



3. To select another push pin image:

In Push Pin Properties, tap **Type**

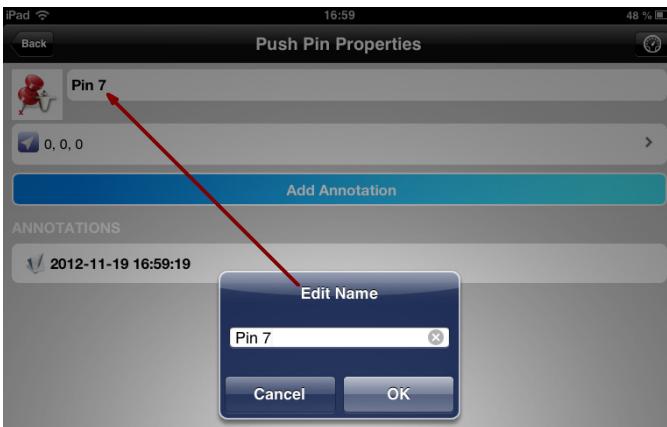


Select another icon and tap **Back**.

4. To edit the push pin name:

In Push Pin Properties, tap this **name** (default name is *Pin...*).

Change the name and tap **OK**.



5. To view/edit annotations:

Tap an **annotation line**.

Swipe to view others annotations added to this push pin.

Tap **Back** to return to Push Pin Properties.

or

To draw on a picture or modify a text annotation:

Tap **Edit** and make the required changes.

Tap **Done** and **Back** to finish.

6. To collect additional information for this push pin:

In Push Pin Properties, tap **Add annotation**.

Take pictures or swipe to change mode and create other type of annotations, i.e. Video, Audio and/or Text.



When done, on the bottom toolbar, tap **Exit**.



(For a text note, tap **Done**, **Hide** and **Exit**.)

EDIT A PROJECT OR BUILDING

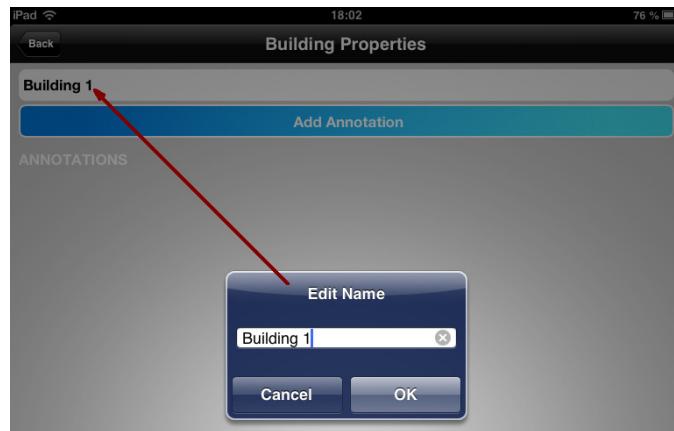
1. In the Project main screen, tap **Properties** next to the Design Plan thumbnail or a Building name.



2. To edit the name:

In Project or Building Properties, tap this **name**.

Change the name and tap **OK**.



3. To draw on a picture or modify a text annotation:

Display the corresponding annotation.

Tap **Edit** and make the required changes.

Tap **Done** and **Back** to finish.

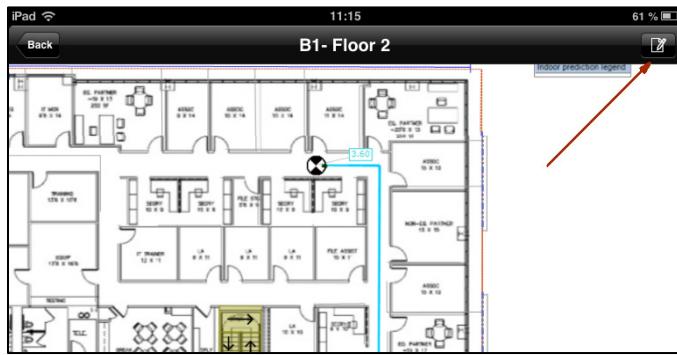
NOTE

You can also swipe to view other annotations for this Project or Building.

EDIT A LAYOUT PLAN

1. Display a Layout Plan.

2. Tap **Properties**.



3. To edit the name:

In Layout Plan Properties, tap this **name**.

Change it and tap **OK**.

4. To draw on a picture or modify a text annotation:

Display the corresponding annotation.

Tap **Edit** and make the required changes.

Tap **Done** and **Back** to finish.

NOTE

You can also swipe to view other annotations for this Layout Plan.

DELETING

You can delete:

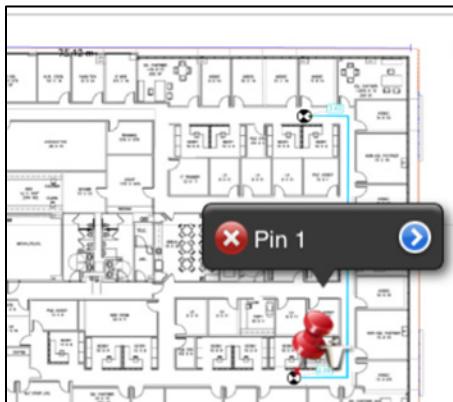
- ✓ Push pins
- ✓ Annotations
- ✓ Buildings
- ✓ Layout Plans
- ✓ Local Projects

DELETE A PUSH PIN AND ITS ANNOTATIONS

1. On a plan, tap the **push pin** you want to delete.

NOTE

This also removes all annotations attached to it.



2. Tap **Delete** and confirm.

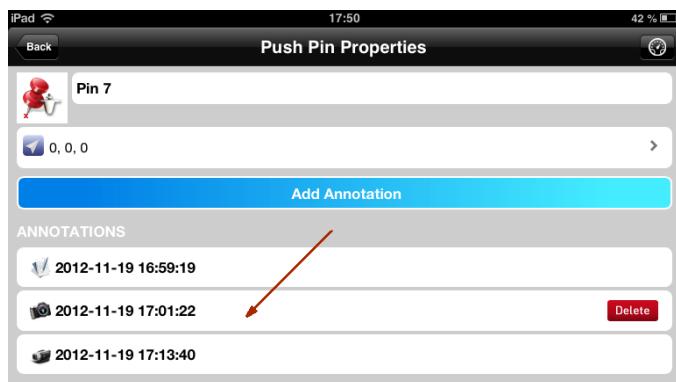


DELETE AN ANNOTATION

You can delete annotations added at different levels:

- ＼ Project Properties
- ＼ Building Properties
- ＼ Layout Plan Properties
- ＼ Push Pin Properties

1. In the Annotations list, swipe the annotation you want to delete.



2. Tap **Delete** and confirm.
(Swipe again to cancel the deletion.)

DELETE A BUILDING OR LAYOUT PLAN

1. In the Project main screen, swipe the Building or Layout Plan you want to delete.

NOTE

This also removes all plans and annotations attached to it.



2. Tap **Delete** and confirm.
(Swipe again to cancel the deletion.)

DELETE A LOCAL PROJECT

1. To display the local Projects list, i.e. those stored on your device, tap **Home**.



2. Swipe the project you want to delete.



-
3. Tap **Delete** and confirm.
(Swipe again to cancel the deletion.)

NOTE

Once deleted from your device, you can always retrieve the latest version of a project saved on Unity by tapping **Open from Unity** (for details, see page 11).



SAVE SURVEY DATA TO iBwave UNITY

The following topics are covered in this section:

- ＼ [Save Mobile Survey Data](#)
- ＼ [Create a Project in iBwave Unity](#)

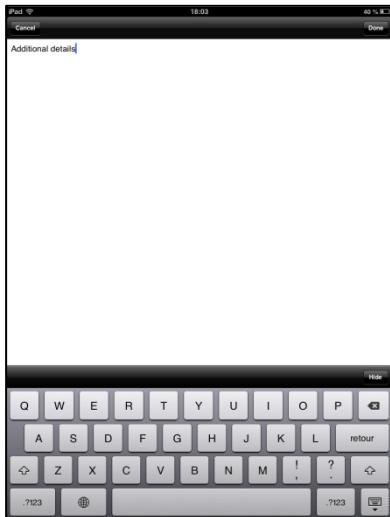
SAVE MOBILE SURVEY DATA

If you started a project from scratch in iBwave Mobile, you need to create a project in iBwave Unity before you can save collected survey data. For details on creating a project in iBwave Unity, see page 41.

1. To save survey data collected in iBwave Mobile to a project, tap **Save to Unity**.



2. Optionally, type a comment to document changes made to this project and tap **Done**.
In the Unity Projects list,



NOTE

If this is the first time Mobile survey data is saved to Unity, the Unity Projects list is displayed.

Tap the **project name** to which you want to attach this survey data. (If this project doesn't exist, see page 41.)

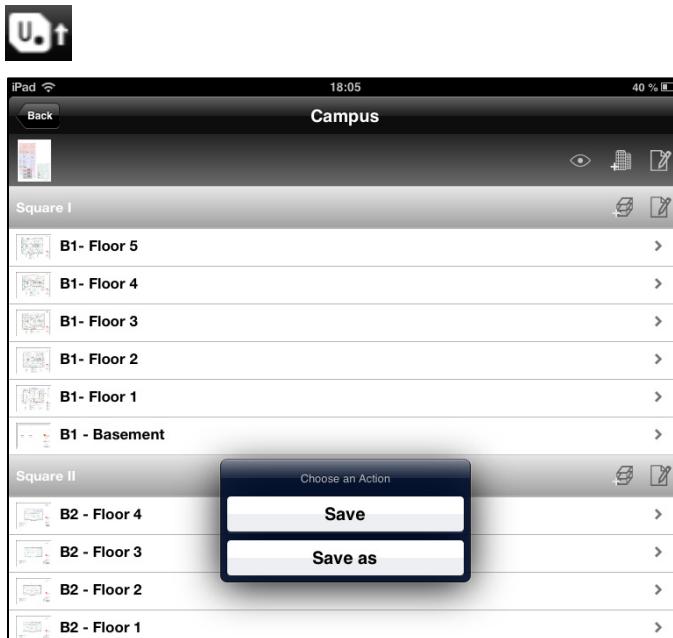
- Once the project has been uploaded, a success message is displayed, tap **OK** to remove it.

NOTE

The person assigned to this project can be notified automatically via email that new Mobile data is available. For more details on this, please refer to the iBwave Unity Online Help and search for "Get Notified".

SAVE TO ANOTHER PROJECT (SAVE AS)

- To save Mobile survey data to another project, long-press **Save to Unity**.



- Tap **Save as**.
- In the Unity Projects list, tap the **project name** to which you want to attach this data.

-
4. Optionally, type a comment to document changes made to this project and tap **Done**.

NOTE

If this project already exists on your device, tap **Replace** to update it.

WHAT COMES NEXT?

You can now import collected survey data into this project: see page 46.

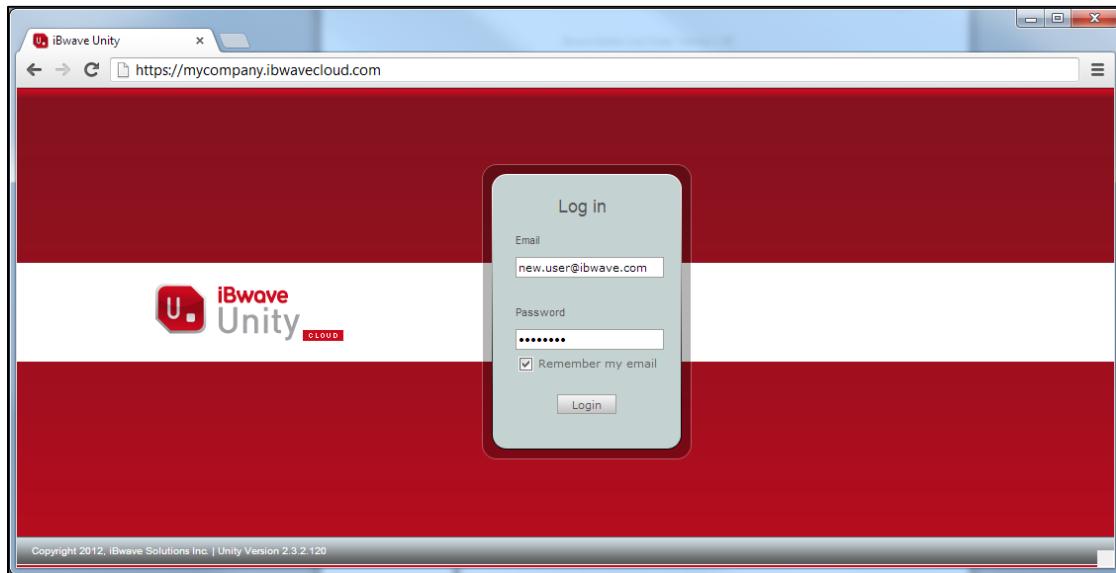
CREATE A PROJECT IN iBwave UNITY

Since survey data collected in iBwave Mobile needs to be linked to a project stored on Unity, if you started a project from scratch in iBwave Mobile, you need to use a workstation to create a project in iBwave Unity.

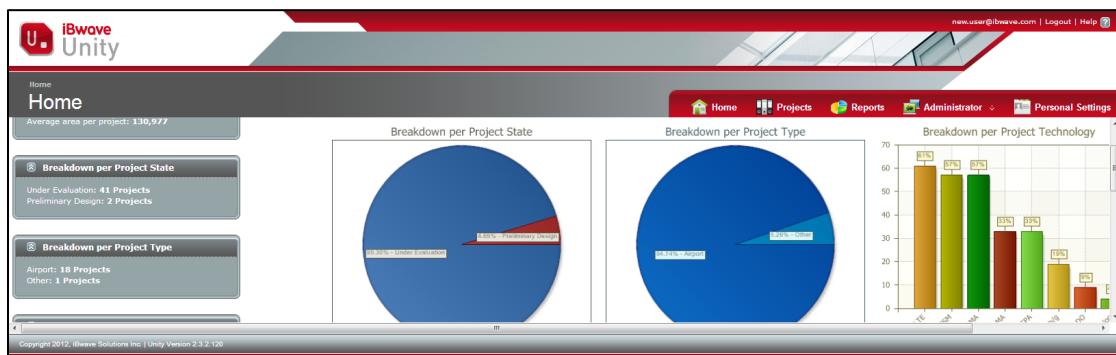
If you are using IE8, to be able to view pages correctly, start by configuring your Compatibility View settings by referring to page 44.

1. From a workstation, open a Web browser (Google Chrome™, Mozilla Firefox® or Windows Internet Explorer®).
2. Using the email you received, type your company's **iBwave Unity Web site address**.
For example, *mycompany.ibwavecloud.com*

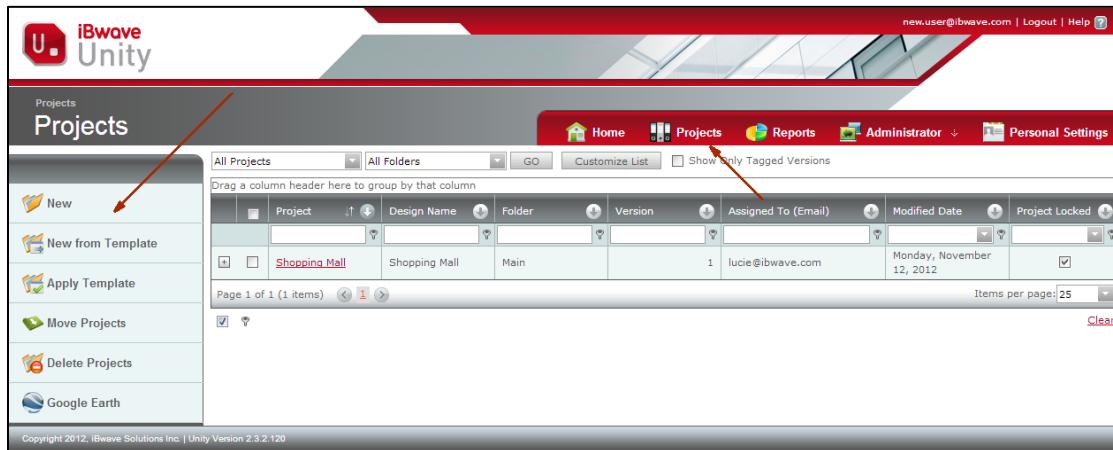
3. Enter your iBwave Unity **username and password**, and click **Login**.



4. The Home page is displayed; depending on your access rights, options available may differ.



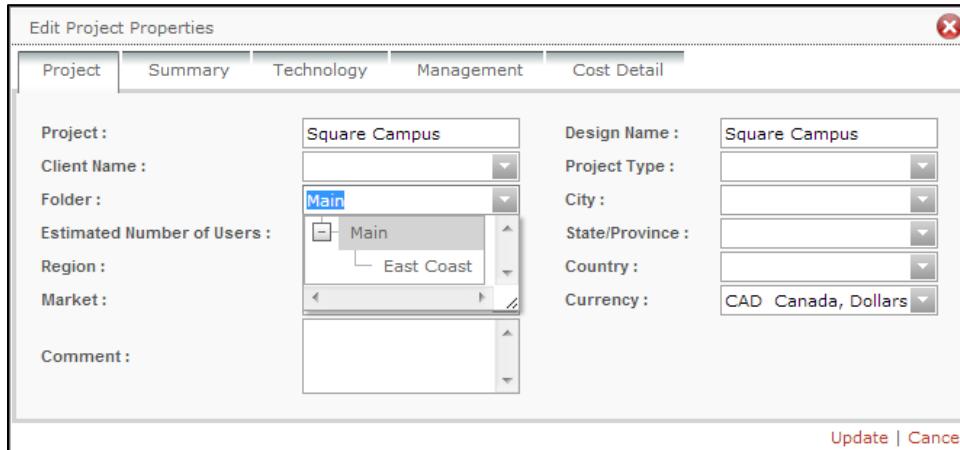
5. Click **Projects » New**.



6. Enter a **Project and Design Name**.

If desired, select a different **Folder** to save this project.

Add any known information; use the tabs to view other properties available.



Edit Project Properties	
<input checked="" type="button"/> Project <input type="button"/> Summary <input type="button"/> Technology <input type="button"/> Management <input type="button"/> Cost Detail	
Project :	Square Campus
Client Name :	<input type="text"/>
Folder :	Main
Estimated Number of Users :	<input type="text"/>
Region :	<input type="text"/>
Market :	<input type="text"/>
Comment :	<input type="text"/>
Design Name : <input checked="" type="text"/> Square Campus Project Type : <input type="text"/> City : <input type="text"/> State/Province : <input type="text"/> Country : <input type="text"/> Currency : CAD Canada, Dollars	
Update Cancel	

7. Click the **Update** link and confirm to save this project.

No Design or Layout Plans were added to this project, it's called a project "space". When you open it in iBwave Mobile, you can gather on-the-spot building information simply by taking a photo of the emergency floor plan (usually located near the elevator) with the smartphone or tablet camera.

NOTE

Another way of creating a Unity project is to start with a design (ibw file) in iBwave Design and select **Project > Save to Unity**. With this method, you already have floor plans to work with. For more details on saving a project to Unity, see page 50.

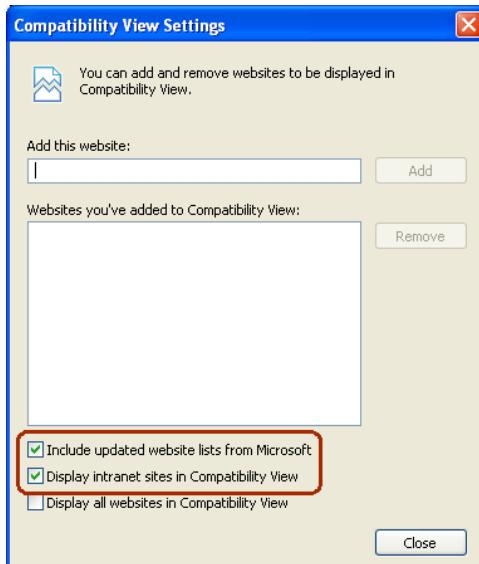
8. Click **Logout** to exit iBwave Unity.

You can now link Mobile survey data collected to this Unity project. See page 39.

IE8: CONFIGURE COMPATIBILITY VIEW SETTINGS

If you are using Microsoft® Internet Explorer 8, make sure Compatibility View Settings are disabled before accessing iBwave Unity.

1. In Internet Explorer, click **Tools > Compatibility View Settings**.



-
2. Clear the **Include updated website lists from Microsoft** as well as the **Display intranet sites in Compatibility View** check boxes.
 3. Click the **Close** button.

IMPORT SURVEY DATA INTO iBWAVE DESIGN

The following topics are covered in this section:

- ＼ [Before You Begin](#)
- ＼ [Import Mobile Survey Data](#)
- ＼ [Save a Project Back to iBwave Unity](#)

The following diagram illustrates the full project cycle.



BEFORE YOU BEGIN

Before importing Mobile survey data, you need to:

✓ **Install iBwave Design Version 6.2 or above**

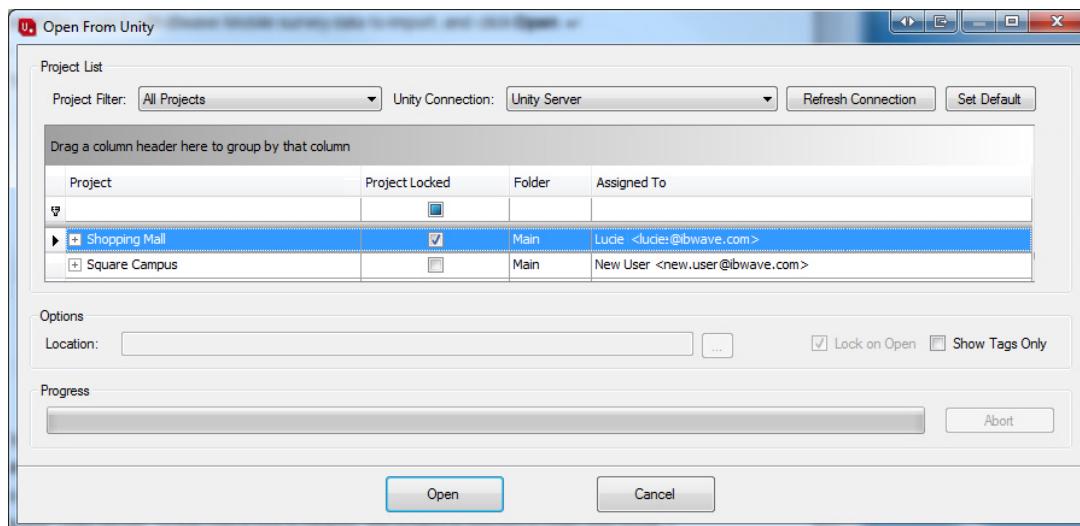
[Click here](#) to access the iBwave Customer Portal.

✓ **Configure an iBwave Unity server connection**

This configuration lets you open projects saved on Unity. For a detailed procedure, in iBwave Design, select **Help > iBwave Help** (or press the [F1] key), click **Search**, and type “import server connection”.

IMPORT iBwave MOBILE SURVEY DATA

1. In iBwave Design, select **Project > Open from Unity**.
2. Select the project you worked on in iBwave Mobile, and click **Open**.



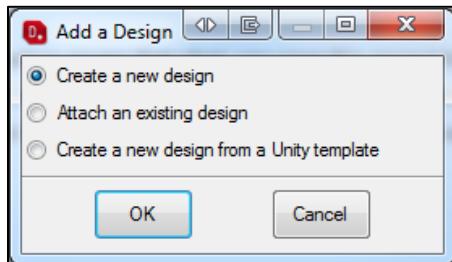
If you want to filter this list:

Type the first letters of this project name under the **Project** column heading.

Lock on open: Enabling this selection means that when you open this project it becomes locked by you and no other user is able to modify this project until you save it back to the iBwave Unity server. (If this check box is cleared, the project is opened in read-only mode.)

NOTE

When a project is created from scratch in iBwave Mobile, i.e. plans not created with iBwave Design, a design (ibw file) needs to be linked with this project: either create a new design or attach an existing file. After this is done, you will be able to import Mobile survey data.



3. A message is displayed to inform you that new Mobile data is available for this project. Click **Yes** to list import this data.

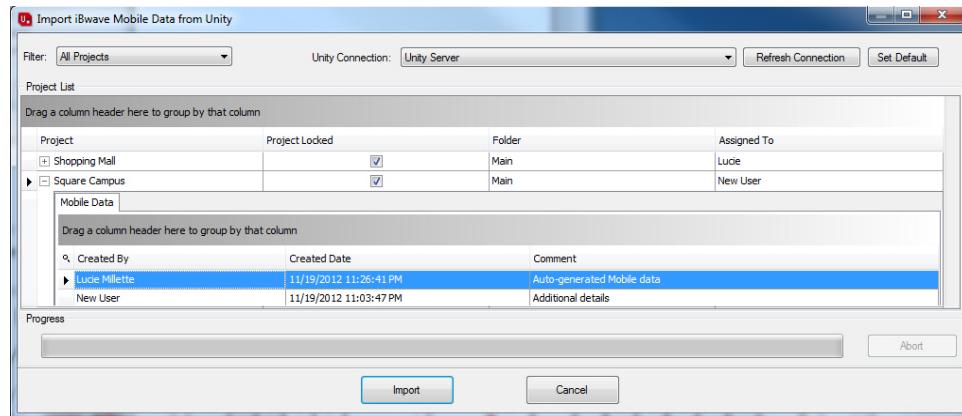
NOTE

If using an earlier version, this message is not displayed, select **Project > Import > iBwave Mobile Data from Unity**.

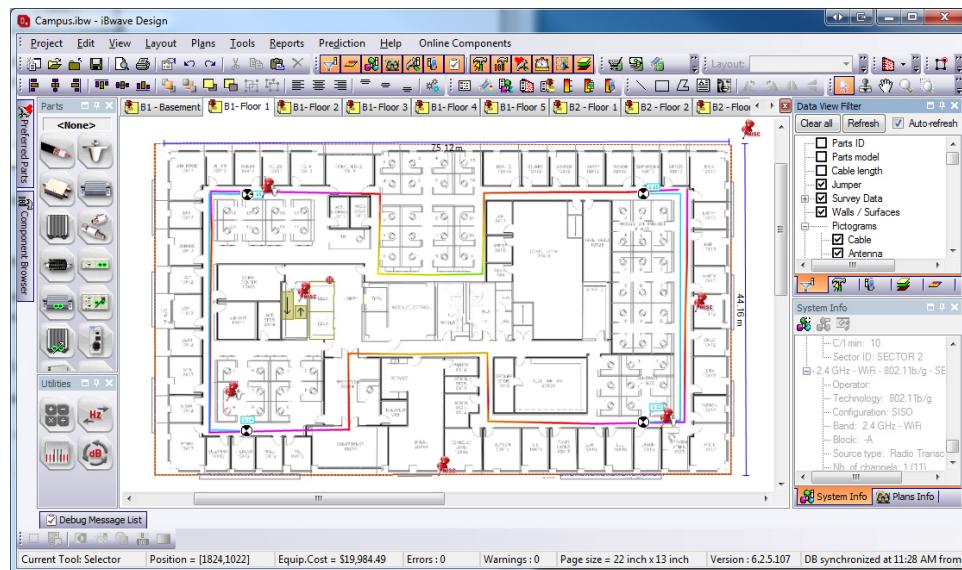
4. New mobile data for this project is already selected, click **Import**.

NOTE

If you added a comment when importing, it is shown here.



5. All data collected with iBwave Mobile, including drawings, pictures, videos is displayed.
View/Modify this information.



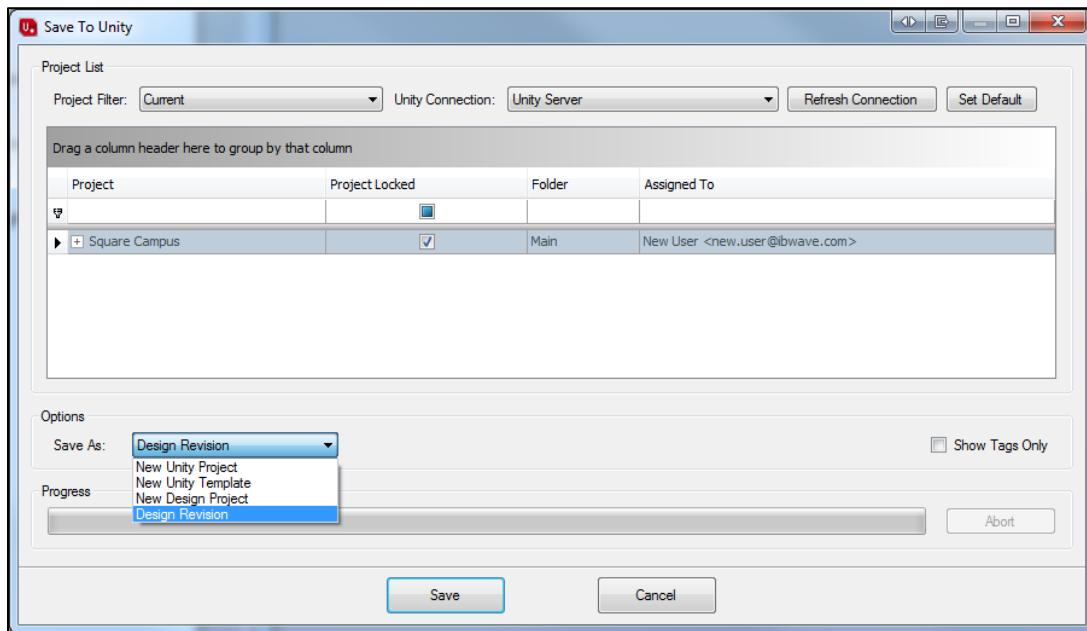
SAVE A PROJECT BACK TO iBWAVE UNITY

To share the imported data with other users, save this project back to iBwave Unity.

1. In iBwave Design, select **Project > Save to Unity**.
2. The current project is displayed. To update it, make sure **Design Revision** is selected in the Save As list under “Options”.

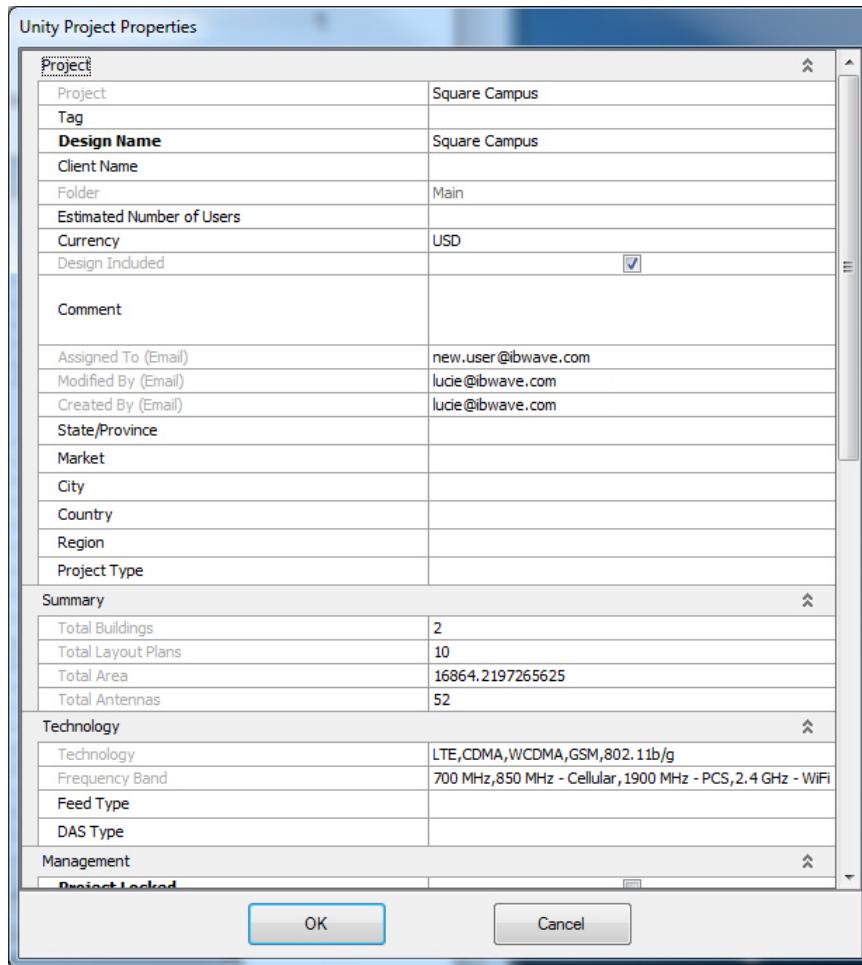
NOTE

The first time a project is saved to Unity, **New Unity Project** is selected in the Save As list.



3. Click **Save** to display/edit Project Properties (such as Due Date, Market, Project State...).

4. If needed, change any of the editable Unity Project Properties.



5. Click **OK** to upload this project to iBwave Unity (depending on your settings, you might have to save a local copy).

When completed, a success message is displayed.

VIEW A PROJECT IN iBwave UNITY ON MOBILE

The following topics are covered in this section:

- ＼ [Login to iBwave Unity on Mobile](#)
- ＼ [Filter the Projects List](#)
- ＼ [View a Project](#)

LOGIN TO iBwave UNITY ON MOBILE

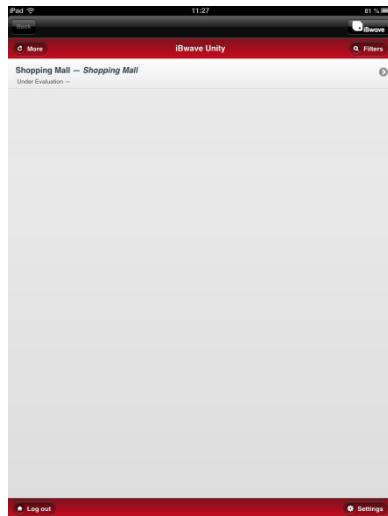
Use iBwave Unity on Mobile to view additional project information, such as project details, systems, components, picture plans and more; however, to create or modify a Unity project, you need to access iBwave Unity or iBwave Design from a workstation (see page 41).

1. In the iBwave application, tap **iBwave Unity**.



If this selection is grayed, make sure iBwave Mobile and iBwave Unity were setup correctly by referring to page 2.

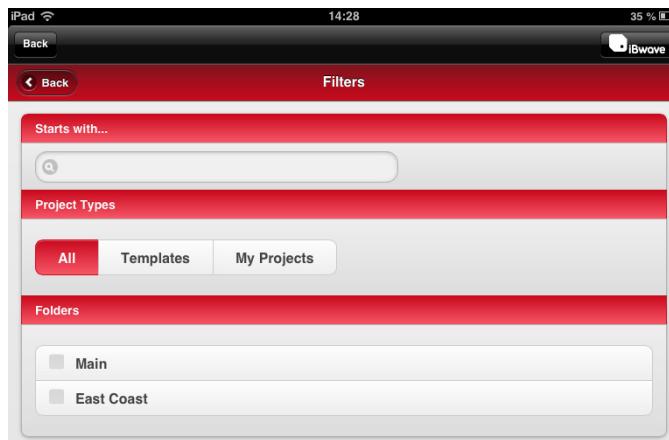
2. Projects stored on iBwave Unity are listed.



3. If the project you want to view is not listed, tap **More** (upper-left corner).

FILTER THE UNITY PROJECTS LIST

1. In the Unity Projects list, tap **Filters** (upper-left corner).



2. In **Starts with**, type a string to filter the list.
Example: Type **n** to see only projects starting with the letter “n”.
3. To refine this search, you can select a **Project Type**:
 - **All**: all the projects
 - **Templates**: only project templates
 - **My Projects**: projects assigned to you
4. If desired, you can select one or more **folders** to see only projects saved in these specific locations.
5. Tap **Apply** to update the Projects list with the filters defined.
6. To remove all filters, in the Projects list, tap **Filters**, then **Clear** and **Back**.

VIEW A PROJECT

1. In the Unity Projects list, tap the project name you worked on in iBwave Mobile and saved to Unity.



2. The project name, status (and comment, if entered) are displayed. Tap this line to display details as well as Mobile survey data merged into this project.

TO...	TAP...
View project information,	Details, Systems, Buildings or Components.
View a plan,	Design Plan, Layout Plans or Picture Plans.
Display the previous page,	Back.
Return to the Projects list,	Home.
Exit iBwave Unity,	iBwave. 

3. Tap **Details** to view different Project Properties.



4. Tap **Back** to display the previous page.



iBwave Solutions Inc.

T +1 514 397 0606

F +1 514 409 2499

7075, Robert-Joncas, Suite 95
St-Laurent, Qc H4M 2Z2 Canada

info@ibwave.com

www.ibwave.com

